CLAIMS

1. Entertainment system based on multiple choice competition games, characterized in that it comprises at least one terminal including connection means to a dedicated remote server (1), the system also comprising

5 means of playing an extract of a recording with a configurable duration on at least one terminal (2, 3) comprising means of reproducing the recording, means of interaction with a user and means (21, 31) of connection with a dedicated remote server (1), means of asking a

10 terminal user a question and suggesting multiple choice answers, the question being related to information characteristic of the extract of the recording, and the recording being selected by means independent of the terminal user.

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2. Entertainment system according to claim 1, characterized in that each terminal comprises means of selecting and validating the answer given by the user of the terminal (2, 3), validation means to update a results

20 file (15, 25, 35) containing information representative of the answer chosen by the user, this file being transmitted to the server (1) by each terminal (2, 3) to count the score achieved by each user and to classify users.
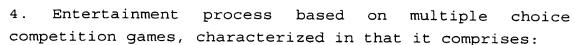
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3. Entertainment system according to claim 1 or 2, characterized in that the played extract of the recording and the information necessary to create the question about the information characteristic of the extract of

30 the recording and the multiple choice answers are stored in a data based stored on storage means on the server (1) or on storage means on the terminal (2).

4. Entertainment process based on multiple choice competition games, characterized in that it comprises:

a step in which an extract of a recording with a variable duration is played on a terminal equipped with

5 reproduction means,

a step in which a question related to the extract is created using the interaction means on the terminal (2, 3) including proposed multiple choice answers, the recording being selected independently of the terminal

10 user.

5. Entertainment process according to claim 4, characterized in that the process also comprises:

- a step in which a results file (15, 25, 35) is

15 sent by each terminal to a dedicated server (1) containing information representative of the answer chosen by the user using interaction means, to count the score made by each user to classify users.

20 6. Entertainment process according to claim 4 ~~or 5~~, characterized in that the step in which the question is created using interaction means is preceded by a payment step.

Claim 4

25 7. Entertainment process according to ~~one of claims 4 to 6~~, characterized in that the recording on which determined information is collected is selected at random in a database stored either on the server or on the terminal.

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claim 4

8. Entertainment process according to ~~one of claims 4 to 7~~, characterized in that the choice of the recording from which the extract is taken is made from a determined type of recording contained in the database.

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9. Entertainment process according to ~~one of claims 4 to 8~~, characterized in that a log file is updated every time that an extract of a recording is reproduced in a screen of the questionnaire, the log file contains the identification of the recording and the number of times that the recording has been played, the log file is transmitted periodically to the server (1) that calculates royalties to be paid to the various entitled parties.

10. Entertainment process according to ~~one of claims 4 to 9~~, characterized in that the process comprises a step in which a joker is selected and validated, this step comprising a step in which the question and/or multiple choice answers are modified to make it easier for the user to find an answer.

11. Entertainment process according to ~~claim 10~~, characterized in that the step in which a joker is selected and validated is preceded by a payment step in which the user is invited to pay an amount of money to obtain a determined number of jokers.